

SPECIFICATION AMENDMENTS

Applicant will sequentially address the Examiner's objections to the Specification. Markings showing all changes relative to the previous version of each paragraph are as indicated.

I. Please replace the last paragraph on page 3 with the following paragraph:

In an exemplary implementation, the computing device (e.g., the desktop PC 120) includes a central processing unit (CPU) and a memory for executing logic instructions to perform various exemplary processes to be described below in Sections III-VIII. Those skilled in the art will readily appreciate that fewer or more components may be implemented for performing the exemplary processes, and that one or more components of the computing device may reside in the same computer or in different computers coupled to each other or in a distributed computing environment. The computing device may or may not be connected to a network, such as a local-area-network (LAN) (e.g., an intranet) and/or a wide-area-network (WAN) (e.g., the Internet).

II. Please replace the first paragraph on page 5 with the following paragraph:

The techniques described herein can be implemented using any suitable computing environment. The computing environment could take the form of software-based logic instructions stored in one or more computer-readable memories and executed using a computer processor. Alternatively, some or all of the techniques could be implemented in hardware, perhaps even eliminating the need for a separate processor, if the hardware modules contain the requisite processor functionality. The hardware modules could comprise programmable logic arrays (PLAs), programmable array logic (PALs), application-specific integrated circuits (ASICs), and still other devices for implementing logic instructions known to those skilled in the art or hereafter developed.

III. Please replace the first paragraph on page 9 with the following paragraph:

In one exemplary implementation, consider an optical input device having a sensor. Depending on design, the sensor may be very small (e.g., the cross-hairs of a cursor for a digitizing tablet), or it may be larger (e.g., a light-emitting diode (LED) sensor of an image-capturing optical mouse). If the sensor is large enough to capture sufficient detail from the tangible medium to allow pattern matching, then a single sensor reading, taken around the instantaneous position of the input device at any given time, can be used. Conversely, if the sensor is too fine to capture sufficient detail in a single reading, then multiple readings, taken as the input device is being moved by the user, can be aggregated to provide the image of the localized region. For example, such multiple readings might span a portion of the trail or path traversed by the user while moving the input device just prior to reaching a particular point of interest. Alternatively, the user might be directed to move the input device in a circular, to-and-fro, or other pattern, thereby allowing the sensor to capture multiple readings near the position of interest.

IV. Please replace the last paragraph on page 16 with the following paragraph:

As another example, a handheld global positioning system (GPS) device containing a display screen (e.g., used by a hiker) could be adapted to include an optical scanner that allows the user to select a portion of a topographic map of interest (perhaps a waypoint for a hike). The user could then be presented with images of the path to be followed to get from the current location to the desired destination.

V. Please replace the last paragraph on page 17 with the following paragraph:

In still another example, the digital content could include image and audio (or text) data, with an improved form of video storyboard serving as the corresponding tangible medium. A video storyboard is an outline of a video (motion picture, etc.) showing, for each scene in the video, the images and corresponding audio (or text) to be displayed. Traditionally, video storyboards have been printed on cardstock, and are inherently non-functional (i.e., the user can not access a scene of interest from the storyboard itself). Recently, electronic video storyboards have also become available

(e.g., the “scene selection menu” in a digital versatile disc (DVD) movie). Such wholly electronic storyboards do away with the cardstock, instead utilizing the same screen for the storyboard and the digital content. The improved storyboard implemented using the techniques disclosed herein combines the advantages of purely paper-based storyboards and purely electronic storyboards.

VI. Please replace the second paragraph of Section IV on page 7 with the following paragraph:

At step 310, the computing device receives an instruction to access digital content (to be retrieved from a stored file) corresponding to a specified portion of the tangible medium. For example, a user moving the input device 160 over the tangible medium could click a button on the input device (e.g., a mouse button) to indicate when he wishes to view digital content corresponding to that ~~instantaneous~~ instantaneous position selected by the input device. Of course, the instruction need not be affirmatively generated by the user. For example, an access instruction could be automatically generated each time the user stops moving the input device for a predetermined threshold of time, or a sequence of signals could be generated at short intervals (e.g. every tenth of a second), or otherwise.

VII. Please replace the first paragraph on page 13 with the following paragraph:

In an exemplary implementation, the representation of digital content is printed on (or otherwise affixed to) a specialized medium which contains an unique machine-readable pattern for each point within the medium itself (as opposed to content tangible on the medium). For example, the ~~Anoto~~ ANOTO[®] paper developed by ~~Anoto~~ ANOTO[®] (~~www.anoto.com~~) (www.anoto.com) contains special patterns that may be captured and decoded by a commercially available ~~Anoto~~ ANOTO[®]-enabled input device (e.g., io personal digital pen by Logitech). Then, any location on an ~~Anoto~~ ANOTO[®] paper can be readily determined in the coordinate system of the tangible medium.